College of Metal

You are one of the few and proud inducted into the prestigious College of Metal, founded long ago by the legendary musician known as *Sabbath, The Black*. A strange breed of Bards, the members of this college are known for their love of loud music and raucous, near-violent parties which often involve an odd form of dance-combat; a style then copied by their more enthusiastic fans. They wade ecstatically into war, being able to strike hard against their foes or empower allies with their music. The flames of the Abyss in their tongues, the horns of Valhalla in their songs, the spirit of demons and the undead in their hearts; they are like roiling thunder crashing through the battlefield with booming voice and cacophonous performance.

Heavy and Metal

When you adopt this college at 3rd level, you gain proficiency with medium and heavy armor, as well as martial weapons. Additionally, you learn the *Shocking Grasp* cantrip, which does not count against your total of cantrips known.

Power Shredding

Also at 3rd level, you become proficient in a new type of instrument of your design, which can be powered by the lightning you generate: the **Battle Instrument**.

Crafting this item takes a total of 4 hours, and 20gp worth of materials. Its appearance can be that of a guitar, bass, lute, or any other string-based musical instrument.

When wielding the item in combat, it also functions as a martial weapon of your choice. With the DM's approval, you may craft this item around an existing weapon or instrument, retaining any special properties it had. You may only have one such item at a time.

> If deemed appropriate, you may craft your Battle Instrument around both an existing weapon and instrument; fusing them into one item and retaining all of their special properties.

As a bonus action on your turn, you may cast *Shocking Grasp* on your Battle Instrument, leaving it **powered up** for 1 minute. While in this state, the sound it produces becomes that of an electric guitar, and lightning constantly crackles around it. You may add your Charisma modifier to the damage of spells cast through your powered up instrument, and the spell's damage type may be changed to lightning (not applicable to spells with a range of *touch* or *melee*). You must finish a short or long rest before you can power it up again.

Scream of the Banshee

At 3rd level, when a creature you can see within 30 feet of you makes an attack roll, ability check or saving throw, you may use your reaction and expend one Bardic Inspiration die to let out a high-pitched scream of *pure metal power*, interrupting the process of what it was doing.

The target must make a Wisdom saving throw (DC 10 + your Charisma modifier). On a failed save, the creature's original roll fails, and it becomes frightened of you until the end of its next turn. Additionally, all creatures within 15 feet that can hear you take thunder damage equal to your Bardic Inspiration die roll.

You can use this feature a number of times equal to your Charisma modifier or proficiency bonus (whichever is lower), regaining expended uses when you finish a long rest.

Thunder Rolls

At 6th level, you masterfully integrate your chords into your combat:

- You learn one cantrip of your choice between *Thunderclap* and *Booming Blade*, and one spell of your choice between *Thunderwave* and *Shatter*. These do not count against your total of spells or cantrips known.
- After hitting a creature with an attack while your Battle Instrument is powered up, you may cast one of your known cantrips as a bonus action on that turn.
- Whenever you score a critical hit or reduce a creature (CR 1/8 or higher) to 0 hit points while wielding your Battle Instrument, you may grant a Bardic Inspiration die to one ally within 60 feet that can hear you. This die is not taken from your Bardic Inspiration pool.

Symphony of Destruction

Starting at 14h level, you can put on a breathtaking show the likes of which few have experienced.

You can start your performance as an action on your turn, lasting for up to 1 minute and requiring concentration similarly to a spell. While your brutal symphony lasts, any friendly creature who starts their turn within 60 feet of you gains a Bardic Inspiration die; which is not taken from your Bardic Inspiration pool.

Additionally, any hostile creature who starts their turn within 60 feet of you must succeed on a Constitution saving throw or be knocked prone and take thunder, fire or lightning damage (your choice) equal to double your Bardic Inspiration die. On a successful save, they take half as much damage and aren't made prone.

Lastly, whenever an ally within your song's range scores a critical hit against an enemy within range, they can expend one Bardic Inspiration die to render the target stunned until the start of its next turn.

An affected creature must be able to hear you in order to gain the specified effects. If your concentration is broken before your performance ends, any unused Bardic Inspiration dice granted through this feature are lost.

Once you've used this feature, you cannot do so again until you finish a long rest.

Additional Feats

If your DM uses the optional Feats rule, you can forgo taking the *Ability Score Improvement* feature at specific class levels to instead take various feats of your choice. The following options are meant to expand the possibilities available to you when constructing your character's build.

Bardic Initiate

Prerequisite: Proficiency with a musical instrument

You have initiated yourself into the bardic arts, gaining the following benefits:

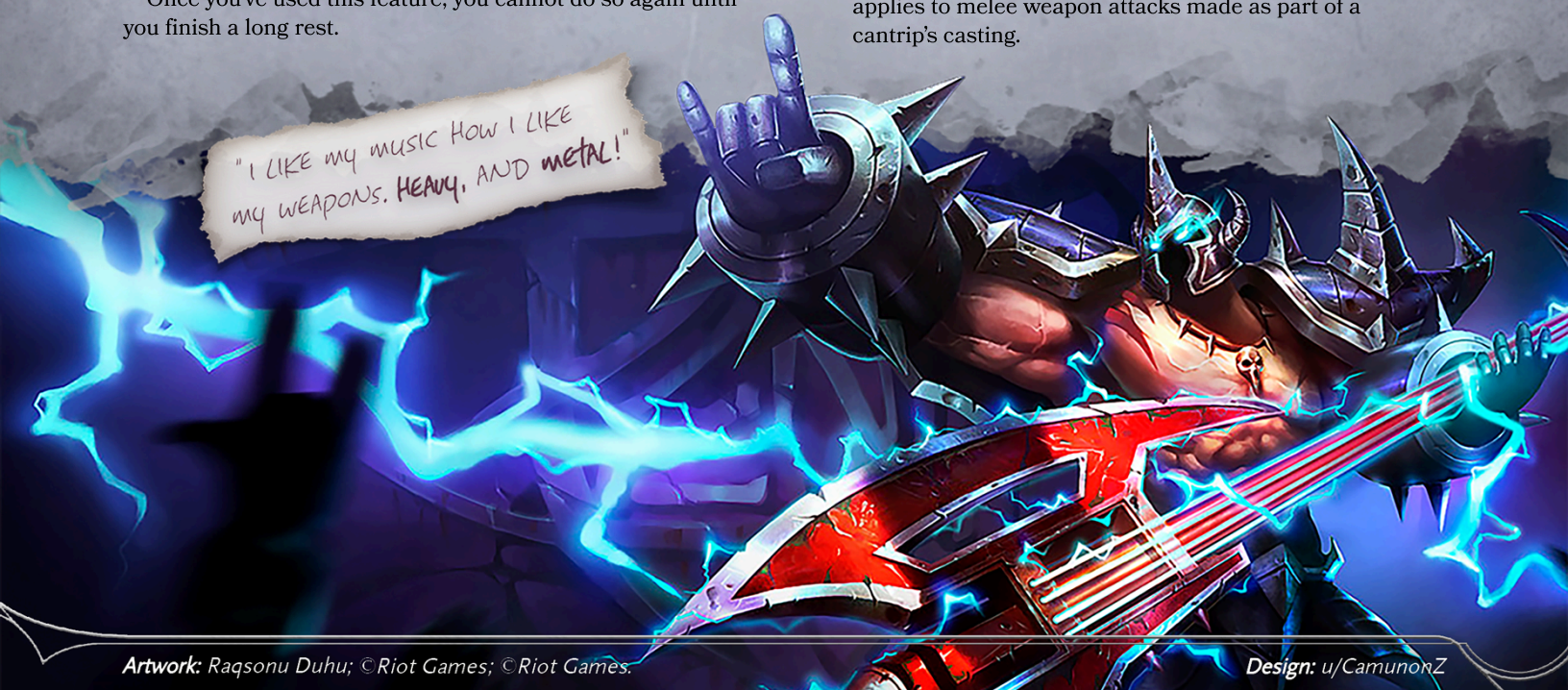
- You are able to use a musical instrument as a spellcasting focus for any spells you cast.
- When casting a spell through a musical instrument, you can choose to play it in place of performing the spell's verbal components.
- You gain two Bardic Inspiration dice, which are d4s (these are added to any Bardic Inspiration dice you have from another source). You can expend these dice to inspire other creatures, as per the *Bardic Inspiration* feature from the Bard class. You regain your expended dice when you finish a short or long rest.

Metalhead

Prerequisite: One or more levels in Bard and Barbarian

By evoking the primal energies inside you, you've learned to harness your rage and instill it into your music. You gain the following benefits:

- While wielding an instrument weapon, you can use your Charisma modifier instead of Strength or Dexterity for the attack and damage rolls you make with it.
- While you are raging, you gain a bonus to your Bardic Inspiration die rolls equal to your Rage Damage bonus. This also applies to any rolls made by your allies.
- If you have access to the *Extra Attack* feature, it also applies to melee weapon attacks made as part of a cantrip's casting.



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